

**Results from Difference in Differences Econometric Study of Fortnite Time Usage**  
***Epic Games, Inc. v. Apple Inc., Case No. 4:20-cv-05640-YGR-TSH (N.D. Cal.)***  
**Summary Pursuant to Federal Rule of Evidence 1006**

	Result
Average additional minutes that iOS-only accounts in the U.S. would have spent playing Fortnite on iOS during the post-period if the iOS Fortnite app had not been severely degraded, without accounting for adoption of consoles and personal computers by iOS-only accounts in the absence of the degradation	56.3 minutes/week
Average additional minutes that iOS-only accounts in the U.S. spent playing Fortnite on non-iOS devices in the post-period due to the degradation, without accounting for adoption of consoles and personal computers by iOS-only accounts in the absence of the degradation	9.4 minutes/week
Implied rate of substitution of minutes of Fortnite play from iOS to non-iOS platforms in the post-period, without accounting for adoption of consoles and personal computers by iOS-only accounts in the absence of the degradation	$(9.4 / 56.3) = 16.7\%$
Estimated adoption of consoles and personal computers by iOS-only accounts that would have occurred in the absence of the degradation	7.9 minutes/week
Average additional minutes that iOS-only accounts in the U.S. would have spent playing Fortnite on iOS during the post-period if the iOS Fortnite app had not been severely degraded, accounting for the estimated adoption of consoles and personal computers by iOS-only accounts in the absence of the degradation	$(56.3 - 7.9) = 48.4$ minutes/week
Average additional minutes that iOS-only accounts in the U.S. spent playing Fortnite on non-iOS devices in the post-period due to the degradation, accounting for the estimated adoption of consoles and personal computers by iOS-only accounts in the absence of the degradation	$(9.4 - 7.9) = 1.5$ minutes/week
Implied rate of substitution of minutes of Fortnite play from iOS to non-iOS platforms in the post-period, accounting for the estimated adoption of consoles and personal computers by iOS-only accounts in the absence of the degradation	$(1.5 / 48.4) = 3.1\%$

Source: PX2873 (Epic Player Detail History data produced by Epic Games).

Description: A difference in differences econometric study of data on Fortnite time usage was conducted. The findings of this study are reported above. “iOS-only accounts” refer to accounts that only played Fortnite on iOS during the pre-period. The pre-period refers to the 32 weeks between January 2, 2020 and August 12, 2020. The post-period refers to the 10 weeks from August 13, 2020 to October 21, 2020. The expected rate of adoption of consoles and personal computers refers to the adoption that would take in place in the absence of any change in availability or quality of the iOS Fortnite app. All figures are rounded to the tenths place.

See Errata to Evans Opening Report and Rebuttal Report; Evans Rebuttal Report Section III.E.3 and Appendix B for additional detail.